

# License and attributions

For anybody who cares, the reason it took me so long to get from my first version to this one was licensing. I'm using libZPlay for audio playback in the emulator package which requires me to change the license to GPLv2. While I don't mind sharing my creations, I'm not particularly fond of sharing my methods. Because of this, I've separated OVemu into a client/server model. The client is GPLv2 licensed and the server is still licensed under Creative Commons. At least the majority of my work remains mine this way.



OVEmu Server by Edward Schuyler is licensed under a [Creative Commons Attribution-NonCommercial-NoDerivatives 4.0 International License](https://creativecommons.org/licenses/by-nc-nd/4.0/).

OVEmu Client by Edward Schuyler is licensed under GPLv2 - <http://www.gnu.org/licenses/old-licenses/gpl-2.0.en.html> - it's a shitty license and I hate it, but I will comply with it since it doesn't matter to anybody who just wants to use my work to enjoy a classic game anyway.

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